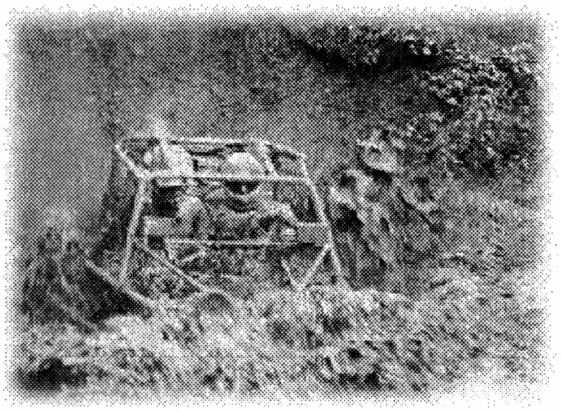
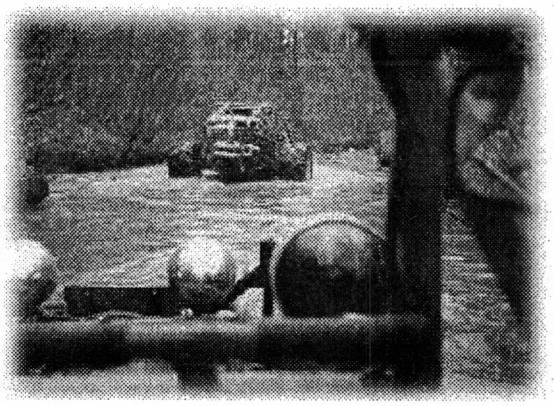
MUD

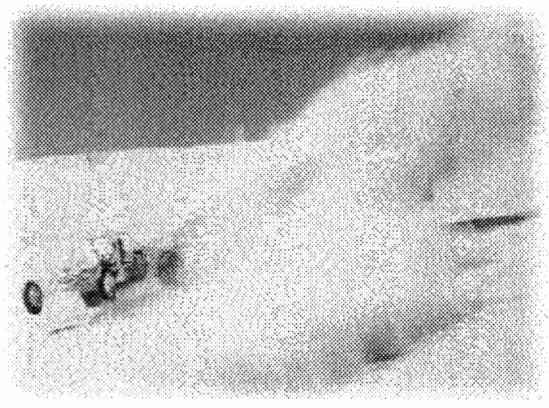




SWEAT

&

GEARS



OFF ROAD RACING GAME/PRESS START, INC.

Off-Road Madness
(rev. 8/25/99)

Story, Vision, Setting

Imagine sitting at the starting line, strapped into a steel reinforced roll cage capable of being launched 20 feet in the air, hands gripped tightly around the steering wheel, engine racing, waiting for the checkered flag to drop. Suddenly with a roar, twelve 4x4 vehicles leap from the gate stirring up dust and launching rooster tails ten feet in the air, covering everything in the immediate area under a blanket of dirt and grit one inch thick.

You pull out ahead of the pack and negotiate the first turn, car bouncing wildly as each shock absorbs the punishment administered by ruts that populate the race surface. As you crest over a hill, the world seems to be pulled out from below you as your car screams through the air, suspension fully extended from the weight of the tires.

Just when your stomach reaches your throat, the jolt from the landing jars you back into reality while you fight to keep the vehicle in control and other drivers behind you. The only thing that matters is grabbing the checked flag and ending up in the winner's circle with a trophy girl in one hand and a fat check in the other.

In Mud, Sweat and Gears you are a rookie driver fresh from competing in all of the County Fair races from coast to coast. The competition had nothing on you, each race you drove left the favorite hometown drivers in the dust.

This got the attention of the organized racing promoters around the country and they have granted you a rare opportunity of driving professionally in an off-road race circuit. The problem is they don't want to sink any cash into a green driver, so it's up to you to come up with a vehicle that will compete.

With the pitiful winnings you've scrounged from the local races and the sale of your cherished off-road truck (god, you loved that car), you barely manage to afford a Class 1 racing vehicle. It's not very fast and it handles like a brick, but that's ok you can win with an orange crate on wheels. Cocky? Yes, but you know you can back it up.

Now it's time for your wake up call, you'll be competing with the big boys now and every driver in the league will do anything to get to the winner's circle, but then again so will you, you've got nothing to lose and everything to gain…

Overview

The Game

Simple put, this is a racing game, and the object is to get from the start line to the finish line before the other drivers. Along the way the player can upgrade and purchase new vehicles and unlock new cars and tracks.

This racing game will be a combination of arcade and simulation, bending slightly more towards the arcade side. The physics will mimic real life off-road vehicles, in the sense that they will slide around the corners while the shocks absorb all of the jumps, bumps and turns to keep the vehicle in control.

With each win the player progresses to more difficult tracks that force them to upgrade/purchase a vehicle to be more competitive in the later races.

What makes it fun?

It is well known that the more competitive the race the more fun the player will have. In MSG the fun is derived from high competition and the development of skill.

Your skills will be strongly challenged and tested when are you are controlling your car with other racers bumping and slamming you in the middle of negotiating a hairpin turn or leaping 10ft in the air at 60 mph.

Game Features

4 Classes of Cars - Players have the choice of driving 20 main vehicles all of which have different characteristics, such as 2 or 4 wheel drive, engine strength and acceleration.

8 Track Themes - Each of the racecourses will have a unique theme to it, with specific areas that animate and interact with the drivers.

Jungle Track	Desert Track
Farmland Track	Bayou Track
El Grande Canyon Track	Junkyard / Shipyard
Mountain Run	Glacier Track

Night & Day Races - Each track will have to be completed in both a day and night versions utilizing projected headlights and advanced lighted modes. This will make becoming familiar with the track key when moving on to the next Class.

Customizable Cars - All 20 main vehicles can be upgraded and modified at the end of each race with suspension, tires and engine. Paint

color may be chosen at time of purchase only. Each race will consist of 12 cars maximum. All vehicles will be visible in the single player mode with 6 to 8 minimum per screen in the 2-player mode and 4 to 6 minimum visible in each screen of the 4-player mode. * Number of cars on screen subject to change. (Specifically for the single player race. The more cars the better.)

Real-time deformation - Each time a vehicle hits an object or opposing racer the car will register the damage visually and also in the way the car handles. The car's geometry will be deformed as components as one component of damage. For more details see the section on damage below.

Tracks will show wear as cars leave ruts on the ground and collision debris, i.e. tires, fenders, scared or broken trees, scraped or scattered rocks and the effects of water from rain and other sources.

Triggered Events - Each track will have time and/or event dependent activities that will occur to create more challenge and dimension to the game play. Some events like a bridge or dam breaking will cause the drivers to take paths other than the normal to achieve their goals. These events will always provide another route by utilizing section tracks, though these alternatives may not be directly obvious.

Game Play

Single Player

In single player mode the full screen display will give views using various player selected camera angles. A compass like arrow will indicate course direction. (See Overlay Graphics)

Damage Zones, Damage Screen Icon, and Direction Finder

Each level will allow the player a practice mode where he may try out the track with a generic vehicle. No secrets or hidden tracks will be unlocked during this mode.

Career Mode

In this mode you choose a car in Class 1 and make upgrades and enhancements to win all of the races (4) in that class. The player must place in the top 3 in each race to advance to next race. Points are awarded by placement (1st place gaining the maximum points and last gaining the least) but the player must finish 1st overall in points for that class to move to the next class. Upon meeting these requirements he will be allowed to buy a special vehicle for that class, and promoted to the next class. All money will be carried over from the previous class to upgrade his existing vehicle or purchase a stock one in the current class. The goal of the game is to unlock all classes, cars, and tracks.

Hidden Stuff

Each track (day and night) will have a hidden (flag/gear?) to find somewhere through out the course, some objects can only be obtained with certain vehicles. This would force the player to drive multiple vehicles on multiple tracks to unlock a secret track/car.

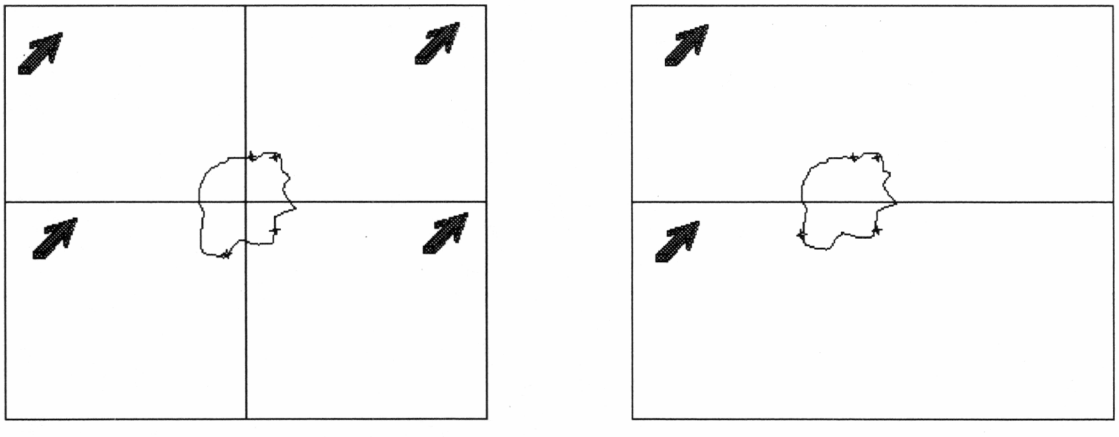
Practice Mode

The player can practice driving the tracks and cars that have currently been unlocked. The player may adjust the number of laps. No pickups or hidden stuff will be in practice mode.

Multiplayer

The multiplayer mode will evoke a two or four pane display with a locator map in the center. Each player will have his own unique view of their position and direction (with a compass arrow) as well as knowing their relative position by the locator map.

Split Screens For Multiplayer Modes with Track Locator



All multiplayer modes will use saved vehicles and allow unlocked tracks from previously played, single player games. All players will have access to the highest

levels of vehicles and tracks that have been unlocked by any of the players. There will be no saves in multiplayer mode and no secret pickups or tracks. The players will determine the number of laps.

Regular Race

In this mode the players can play as individuals, or create teams to race against each other to unlock the other cars, tracks. A major fun factor in games is the competitive factor. Most players love to "take out" their opponents as a way of winning the race. Cutting the other player off, running them off the road, and changing the course of the track are some the methods MSG uses to enable player vs. opponent gratification. The race will be concluded when either the last human player crosses the finish line or 60 seconds after the first human player crosses the finish line, which ever occurs first.

Multiplayer Only Games

Chase the flag *(Arena Game Field)*
In this mode the players all start from one position, and a flag appears somewhere on the course, players can take any route to get to the flag (i.e. one may go through a swamp, while another goes over a mountain). The first one to the flag gets a "point" and another flag appears immediately after that causing a mad rush to the next location. Each race is set to a certain number of flags, and the first player to collect that amount wins. The players will determine the number of flags.

Keep the flag *(Arena Game Field)*
A flag will appear at a random location and all players will race to reach the it first. The first player to achieve this lofty goal will get a counter that tracks the amount of time they possessed the flag. All other players will chase down the "flagged" driver and attempt to roll him. When the "flagged" driver is rolled the flag will be dislodged, and the other drivers will scramble to obtain its possession. When another driver picks up the flag a time counter will be displayed for the driver that gets the flag. Each time a driver regains possession of the flag, the time will be added to his previous time. At the end of each quarter, the players will be ranked by time and at the end of the game the player with the most time wins.
The game can be set to (1-4 five minute quarters)

Tag *"Your It"*(*Arena Game Field)*
This is the opposite of "Keep the flag" mode. One racer will randomly start out as "it" and a counter will track the amount of time. The other players will scramble in opposite directions and try to avoid being touched by the "it" player. When the "it" driver touches another player, that person becomes "it". The counter will keep track of the times players are it and the game will end after a set time limit. The players can set the time limit for the game.

Flag Run *(Arena Game Field)*
Players start at random places along the track, as the countdown starts a set number of different point valued flags randomly appear throughout the racecourse. Each driver takes his own path gather as many flags as possible before they are all gone, when the last flag is grabbed the values are tallied and the racers are ranked by total point values.

Green Flag	- 1 point
Red Flag	- 3 points
Black Flag	- 5 points
Checkered Flag	- 10 points

The players can set the number of rounds for the game.

Capture the Flag – *Network 4+player Game*
Two flags are positioned at opposite sides of the playing field on a knoll or hill. The goal is to get the flag from the opposing side and return it to your side for a point. This will be simultaneous to the opposition attempting to do the same with your own. Touching the opposition's car with yours gives you the flag they are carrying. Damage occurs normally and game ends in achieving an arbitrary point value. (Contingent on Network Play)

? Destruction Derby
How does game end?
What is goal?

? Fox and Hound
How does game end?
What is goal?

***Possible modifications of above.**

Invisible car
Invisible flag
Invisible flag holder (any car carrying flag)
Nitro

World and Objects

Vehicles

Car Types

In MSG there will be 5 different base types of vehicles to select from, Jeep, Baja Bug, SUV, Special and Truck. Each base vehicle will have 4 different "looks" as the player progresses in the classes. Each vehicle will fall into a "class" depending on car specifications. At the beginning of the first race the player will have a default amount of money to buy a base vehicle in the lowest class. Money will be obtained through winning races, taking the risky but profitable jumps/shortcuts, and selling other cars stored in his garage as he progresses through each class.

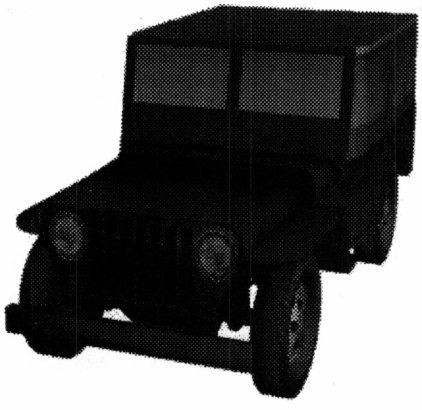
The player will also be able to customize their vehicle during initial purchase by selecting various options as the models will be constructed in a 'lego' fashion. These options will include hoods, roll bars, light bars, nerf bars, fenders and paint color.

Classes

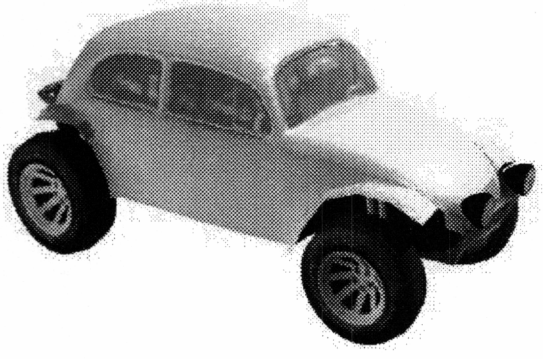
Vehicle Type	Class 1	Class 2	Class 3	Class 4
Jeep	Samurai	Mod-Samurai	CJ7	Race Jeep
Baja Bug	Bug	Mod-Bug	Buggy	Stadium Buggy
SUV	Explorer	Mod-Explorer	4Runner	Race 4Runner
Special	Bush Ranger	Mod-Bush	Hummer	Race Hummer
Truck	Tacoma	F-150	Mod-F150	Trophy Truck

Car Types examples:

Jeep – 4-wheel drive car



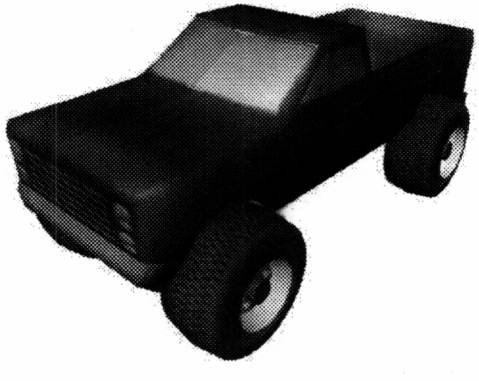
Baja Bug – 2- wheel drive car



SUV – 2 or 4 wheel drive car

Special – 2 or 4 wheel drive car

Truck –2 or 4 wheel drive car



Components of Vehicle and Upgrades

Each vehicle will start out with a minimum base setting for each of the categories below:

Engine Strength - Each vehicle comes with an engine standard to that vehicle. By upgrading this feature you can increase your speed and horsepower.

Acceleration - Each vehicle comes with a transmission/drive train that gives it specific abilities to accelerate. By enhancing this attribute the car will have increased abilities in this area.

Handling - Enhancement of the standard package will increase the vehicles ability to corner, recover after jumps and will better your ability to steer.

Tires - With the addition of improved tires the vehicle will tend to hold the road better during curves and will accelerate faster and more evenly, and will have increased traction on mud and sand.

Body Strength - The amount of abuse the car can take before damaging components and impeding the progress of the car.

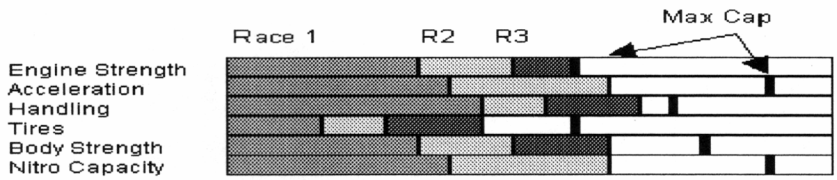
Nitro Capacity - Not all vehicles will be capable of using nitro,for those who can it will provide very fast acceleration and increase in top speed for limited duration. Increasing the capacity will increase the frequency and duration of those bursts.

Each basic vehicle will have one attribute that it is superior to the others and each will be rated in all of the categories. There will be upgrade caps on each category rating for each vehicle as well. i.e. The jeep will have better steering capabilities than the standard truck due to its weight/height configuration.

Any of the above can be upgraded at the end of the race with winnings to increase the over all performance of the vehicle. The winnings are distributed by the player to customize the vehicle by selecting which categories are increased and by how much according to the distribution of the winnings and the limitations of

that category. Once the player upgrades the vehicle these changes will be permanent.

Vehicle Attributes and Upgrade Chart



Car Physics

See attached car physics document.

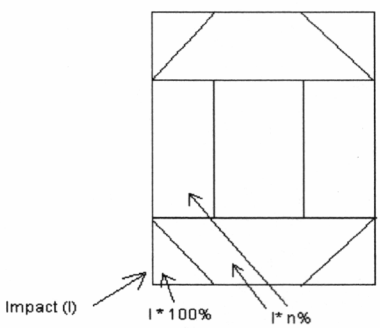
Damage

Damage is what your vehicles take during the grueling punishment of racing in an off-road environment. Each vehicle can take different amounts of damage according to where the damage occurs, and the base damage hit points of that area, taking in account the hit point upgrades. Damage can be caused from several things such as a long fall landing other than on the wheels, ramming other cars, smashing into a rock wall, and falling avalanche boulders.

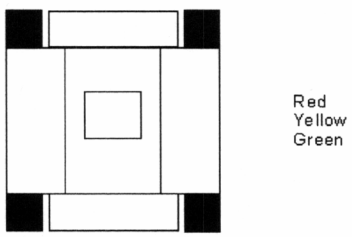
The amount of damage taken to a vehicle is subject to several variables.

Strength of body, (resiliency per zone)
Impact of force
Location of collision zones
Adjacency of collision zones

Damage Zones



Damage Screen Icon
(Representation Only)



As a vehicle is damaged its variables (top speed, etc.) are affected negatively. The damage will be displayed on an overlay at the

bottom of the screen that corresponds to each area on the vehicle and a damage health bar.

Eventually, if a vehicle is not repaired it will only crawl along smoking and sputtering. It should be noted that a player would never be so damaged that he is hopelessly out of the race.

There will be three levels of damage representation:

Texture Changes
Geometric Changes
Orphaning of Objects (i.e. tires, fenders)

Vehicles can be repaired by stopping in the pits during the race, or being repaired by the mechanics at the end of a race. At no time will any car be completely disabled, left upside down or stuck.

Repairing Damage: Pits

The player can repair his vehicle during the race by pulling into a pit area, which will automatically repair the most crucial damage first. A meter will display the amount of damage and the pace that repairs are being made. A car at max damage will be at full repair in approx. 10 seconds. During this time orphaned parts that have been lost on the track will be replaced. The part lost will remain on the track for a period of time before it is removed. The fully repaired vehicle will leave the Pit all shiny and new looking.

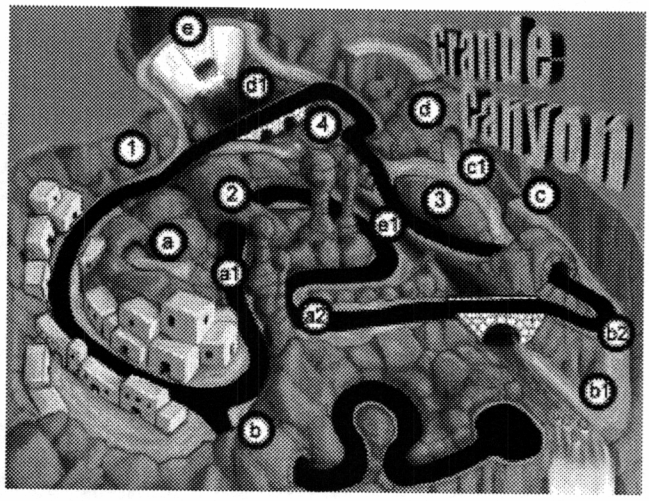
A player can be bumped out of the pit area during repair by other drivers, causing them to circle back into the pit. or continuing on with the current damage and pulling into the next pit area.

Tracks

The game will consist of 8 tracks (2 for each class) and 2 hidden tracks.

Extra

Night Tracks = lighting effects (torches, spotlights, headlights)
Flood effects = (waves, lava, waterfalls, mudslides)
Particle Effects = (smoke, splash, fire, leaves, birds, snow, rain, wind, water, flow



(1) Pueblo Village
The race is started at reference point **(1)**, shown on the map just before you enter Pueblo Village. Within the standard race route, you will wind down through Pueblo Village. (Note the potential shortcuts or alternate routes to take advantage of for lap two).

(2) Big Rock Canyon
At the end of the village, the road takes a fairly severe left into Big Rock Canyon **(2)**.
You will wind your way through a majestic set of rock formations like those found in New Mexico or Arizona. As Big Rock Canyon ends, you will emerge onto a straight away leading off the first bridge along the track. Just after the bridge you will take a sharp left through a tunnel, the doorway to Avalanche Alley **(3)**. The road forks at the beginning of the avalanche zone, offering a safe but slightly longer route to the left, or a short but dangerous path through falling rocks to the right. After you pass out of Avalanche Alley you will see a dirt road to the left that leads over a sand bar in the river below, and dumps you out on the home stretch to the starting line and Lap two. If you miss the dirt road turn-off, take the next left just before the barricade. This left will take you over another bridge **(4)** and down the final stretch.

Lap Two
Remember the barricade **(A)** off to the left just after the start/finish line? Crash through this to bypass the village altogether, and cut to the entrance of Big Rock Canyon **(A1)**. If you have enough speed, you can jump completely over the entrance through a goalpost of rock formations and land at **(A2)**, bypassing Big Rock Canyon.

(B) Vista Point Run
If you decide not to take the first shortcut after the start/finish line, you can choose to slide down through the village and duck to the right through an opening in the buildings. This will put you on the Vista Point Run. Build up as much speed as you can, winding your way through Cactus Valley. You will need the speed to jump the river when you reach Vista Point. If you're lucky you will land back on the track just after the first bridge at **(B1)**. If you don't make it, you will wash up onto a dirt road just over the river. Drive up this road, break through a barrier, and rejoin the track at **(B2)**, just prior to the entrance of Avalanche Alley.

(3) Avalanche Alley
Just to the right of the tunnel leading to Avalanche Alley you spy a turn-off to the right **(C)**, blocked by a barricade. Bust through that barricade, and proceed up a dirt hill with as much speed as you can muster. At the top of the hill you'll make a jump. As you jump, you will set off an avalanche that will completely block off the upper route through Avalanche Alley. If you have enough speed you will clear the blockage and land back on the track **(C1)**.
(see storyboards)

(4) Dam Bridge
Here, you can either drive the track or make a quick move to the right and through the tunnel in the cliff **(D)**. Go through the tunnel and up another dirt hill. At the top is another switch. When tripped, it will blow the bridge below, forcing the rest of the pack to use the sandbar to cross the river. If you have enough speed, you will completely clear the blown bridge, land on track **(D1)** and be on your way to the lap line and lap 3.

(E) Pinson Dam
On your third and final lap, use the shortcuts you know to get out in front of the pack. When you arrive in the area of the blown bridge, you will see one more barricade. The road beyond leads the top of Pinson Dam. A trip through the flood control building **(E)** will release enough water to flood the valley below. Every road will be covered by water, from the sand

bar down through Avalanche Alley. The going will be slow for your opponents, over flooded roads. If one of your competitors is in the wrong place at the wrong time, he will find himself be washed down the canyon in floodwaters, to be deposited on a muddy bank **(B2)** just above a huge waterfall. Now that you have caused all sorts of destruction and frustration for you fellow racers, cruise off the damn and across the finish line for victory.

El Grande Canyon – Dry, Hot

Big Dam
Cliffs
Indian Ruins
Pueblos
Rock Slabs
Dust Bowls
Avalanches
Rafters, Kayaks
Water
Donkeys
Cliff Dwellings
Ranches
Cactus
Flash Floods
Cows, Sheep, goat

Jungle Track - Hot, Humid, Wet, Dense

Swamps
Mud & Mudslide
Quicksand
Lot' s of Trees
Rolling Grassy Hills
Vista Views
Pigmy Village
Gorillas
Head Shinkers
Torches
Waterfalls
Boa Constrictors
Bushes
Vines
Piranha Fish
Ancient Ruins
Tigers

Old West Track – Old, Dry, Hot

Ghost town
Wooden Train Bridges
Windmill Fields
Gold Rush
Bleached Bones
Tumbleweeds
Watering hole
Railroad Tunnels
Gunslingers
Ghosts
TNT
Cactus
O.K. Corral
Sand Dunes
Gold Mine
Railroad Tracks

Farmland Track - Easy

Grain Silos
Barns
Fences
Tornadoes
Rolling Hills
Farm Animals
Canals / Aqueducts
Hot Air Balloons
Tractors on the Road
Farm Equipment
Cornfields
Haystacks
Meadows
Wineries
Rivers w/ Stone Bridges
Crop Dusters
Wheat Fields

Bayou Track - Louisiana

Swamp
Grass Reeds
Rednecks
Sea Cows
Banjo Music
Jo Jo Village / Voodoo
Ocean
Cemetery
Hillbillies
Gators
Stumps
Banjo Music
Dilapidated Bridges
Hidden Moonshine Facility
Beachfront
French Quarter
Zombies

Junkyard / Shipyard – Industrial, Lot's of Obstacles

Drawbridge
Fishing Boats
Trains
Cargo
Falling Junk
Car Crusher
Water
Fishermen's Warf
Crates
Boardwalk
Fishmarket
Warehouse
Seagulls
Forklifts
Tunnels
Giant Magnets
Cranes
Piers / Dock
Boats
Junk
Oil Freighters
Old Car

Glacier Track - Slippery

Snow
Water
Great hills & Drops
Penguins
Santa Claus
Wolves
Herds of Walrus
Harp seals
Polar-bears
Killer Whales (crashing through the ice)
Snow storms
Ice cracks
Avalanches
Old expedition ships
Elves & Toys
Spear chucking Eskimos
Ice holes
Aurora Borealis
Yeti (sasquatch)

Mountain Run – Muddy, Dense Brush

Logging Camp
Moose
Caverns
Grizzly Bears
Falling Rocks
Logging Trucks
Lumber Mill w/ Saws
Falling Trees
Beaver Dams
Campgrounds
Streams
Rope Bridges
Hippie Hikers
Mineshaft

Trains
Snow
Deer caught in the headlights (nighttime)
Waterfalls
Mountain Lake

Since the game takes place mainly on the dirt, the courses will have real-time deformation. Objects within each track will be one of four types, animated moveable, animated immovable, static moveable and static immovable and be further subdivided by breakable and non-breakable. The following examples will clarify the purpose for these categories.

As the vehicles round corners the tracks will form ruts that will create rough surfaces as the race goes on. When a triggered event such as a dam flooding the track occurs, the road surface will now become altered and new paths will be formed. If a player slams headfirst into a tree, the tree will be animated, leaves falling, birds flying out, and perhaps the tree broken down. The trees surrounding area will also show the damage. Each track will have a theme and contain 4 different types of events:

Events

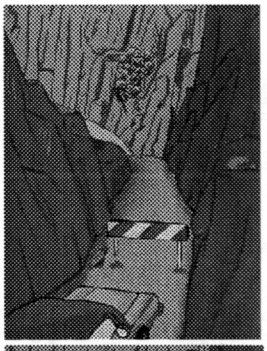
Timed

An example would be an old dam that fails and releases water onto the track after five minutes.

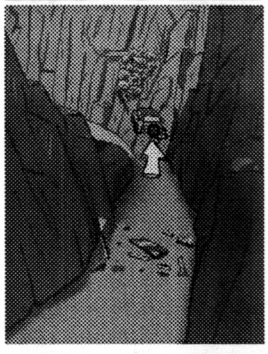
Triggered

An example would be a bridge is blown up by hitting the explosives with your car at the base of the bridge.

Storyboards for "Avalanche Alley" in Grande Canyon



Just to the right of the tunnel leading to Avalanche Alley you spy a turn-off to the right **(1)** , blocked by a barricade. Bust through that barricade, and proceed up a dirt hill with as much speed as you can muster. At the top of the hill you'll make a jump.



(2) As you jump, you will set off an avalanche that will completely block off the upper route through Avalanche Alley

(3) If you have enough speed you will clear the blockage and land back on the track.

Recurring

An example would be a train that crosses the track every 2 minutes. Other such events will include clouds, migratory birds and tumble weeds. These events will not be rigidly timed and will have variations.

Changing the course

Basically changing the course is what happens when a major triggered event happens. In order to keep the flow of the race moving alternate routes must be in place when a part of the track is blocked. For example, when the bridge is out the players must be able to either jump the gorge, or drive down into and back up and out of the gorge.

Ratings

Race results will assign points according to the order of cars crossing the finish line with the number of points diminishing with the descending order of completion.

Pick-ups

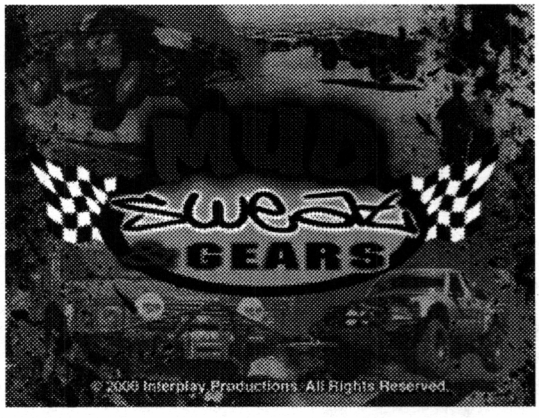
Secrets unlocking secret paths.
Floating money
Floating wrench for temporary attribute increase.
- Red
- Blue
- Green
- Yellow
- Gold for all attributes
- Wild card (could be anything including negative attributes)

Menus & Player Interface

Menu Flow (See attachment D)
In game menus
- Pause
- Instant Replay

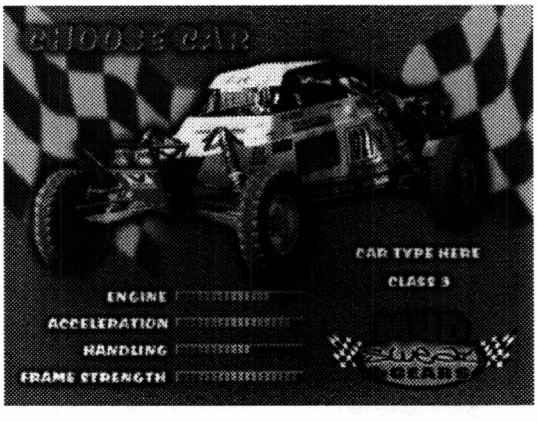
Pop ups
- Save now?

Title Screen

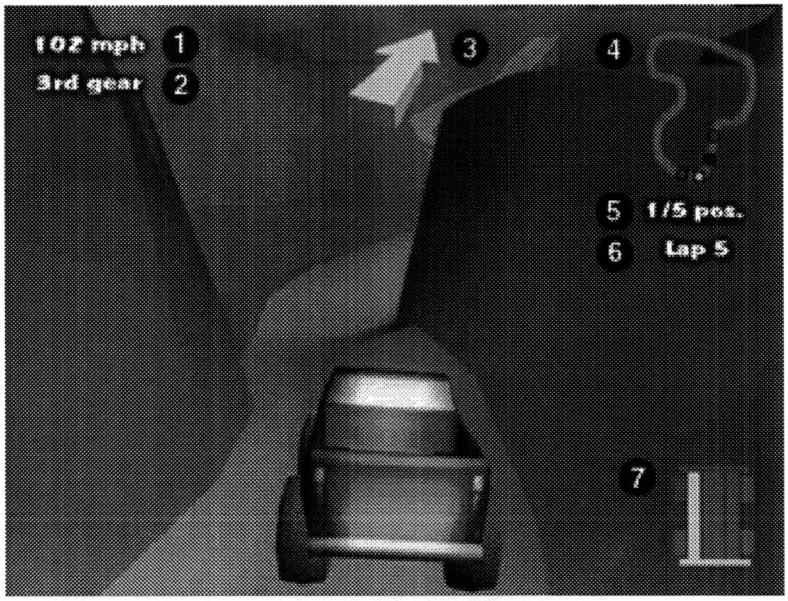


Main Menu Screen

Choose Your Vehicle Screen



Overlay graphics



1) **Speed**
2) **Gear**
3) **Direction Arrow**
4) **Lap Track Map**
5) **Placement**
6) **Lap**
7) **Health Icon**

Controller Interface

Controller Configuration- Duel shock controller with 4 presets.

Steering	D-pad
Accelerate	X - button
Reverse	□ - button
Brake	O - button
Nitro	△ - button
Powerslide	O -button (tap brakes through a turn)
Shift up	R1
Shift down	R2
Horn	L1
Headlights	L2

Pause Select

Artificial Intelligence

Cars travel using same rules as human driven cars.
Drivers utilize the special attributes of the car.
Drivers have personality that may be affected by previous races
Ramming them during the race can cause hostility toward a driver.
The AI cars remember hostility toward them from current and previous races and saved with game save.
Length of memory is changeable with amount of damage antagonized by a time counter that deducts from a hostility counter.

AI does not always take secret paths.
AI car must see secret path taken by player driver.
AI car will decide by configuration of car if secret path has advantage.

Primary goal is to place in the race, but if the AI car has no chance to succeed then it will change its priority to affect game play. A small percentage (2%) of AI players will just go insane.

The AI players will also be concerned with placing well in the entire exhibition.
An AI player may attempt to cause the current 2nd place car to drop out by lowering their initial high over-all scores.

Internally identify the identities of the drivers to add diversity.
AI rolls character attributes
Rogue Factor
Drunkeness
Armour Class
Hit points

Sound & Music

Effects

3D Sound (Dolby, DTS, SDDS)
Doppler

Music Styles

Each track will have its own sound track that enhances the atmosphere of track setting.
Techno
Alternative / Grunge
Punk
Country

Ambient (via emitters)

Environmental (non-interactive)
Thunder, Rain
Crickets, Frogs, Birds

Environmental (interactive)
Hitting object
Ground effects

Interactive
Looping
Play once

Button Activated
Looping
Play once

First Person verses Third Person Sounds
Interior sounds
Exterior sounds
View changes sounds

Interactive Midi
Color Commentary

Special Effects

Weather

Weather comes into play throughout each race; these conditions will be designed into the track itself depending on the theme of the track:

Sunny -	Normal dry conditions, car is at maximum traction
Rain -	Track will have less traction; turns must be wider due to slick surfaces.
Snow/Ice -	Track will be very slippery, causing car slide and spin, turns must be taken at a slower than normal rate to avoid sliding.
Wind -	A visual effect only.

- Bushes hit by car sustain damage, leaves fly out.
- Trees hit by car sustain damage, limbs shake, and birds may fly out, some break.
- Grass kicks up when car burns out on it.
- Dust clouds are created when cars travel at high speed on dirt surfaces.
- In multi-player flag games, when the flag appears for the first time on-screen, some visual effect like a target zooms in on the flag.

- Lighting/Thunder
- Tornado effect
- Particle effects
- 2D / 3D effects

Obstacles

Obstacles in the game fall into various categories and be listed as the following:

Static

Inanimate/unmovable objects

Rocks
Large Trees
Buildings
Bridges

Dynamic

Inanimate/passable/damageable objects

Bushes
Cactus
Doors
Small Trees
Fence Posts
Signs

Inanimate/movable objects

Small Rocks
Flood Control Gates
Barricades

Animated/unmovable objects

Rockslides
Water
Explosions
Floods

Animated/moveable objects

Other Vehicles

Animated/passable/damageable objects

Flags

Animals *(examples, not actual yet)*

Donkeys
Cows
Goats

Memory Cards

Save car configurations and 'garaged' vehicle configurations
Save level/track locks.

Load car configurations
No save game in multiplayer
After race prompt **(?) Ask Shawn what this is?**
Ability to save as many replays as card permits

Networked Gameplay

All players are allowed to play the level tracks that are unlocked by the most advanced player.
Dial up
LAN
Direct Connect

Camera

Instant Replay
- Can save replays
- Highlight reels
- Will provide an Iconic Map of Camera Locations
  - Track any car within a camera zone.
  - Can be locked on default Camera target.
  - Go to any car camera.
  - Car and zone cameras have automatic switching.

Views (any vehicle)
- Chopper Cam (chase)
- Bumper Cam (chase)
- Chopper Cam (reverse)
- Bumper Cam (reverse)
- 1st person
- 1st person (reverse)

Detail deferred until technology reveals limitations.

Video

Intro
In Game

Easter Eggs/Secrets

Cheats
Secret tracks
TBD

What happens (when and how flow)

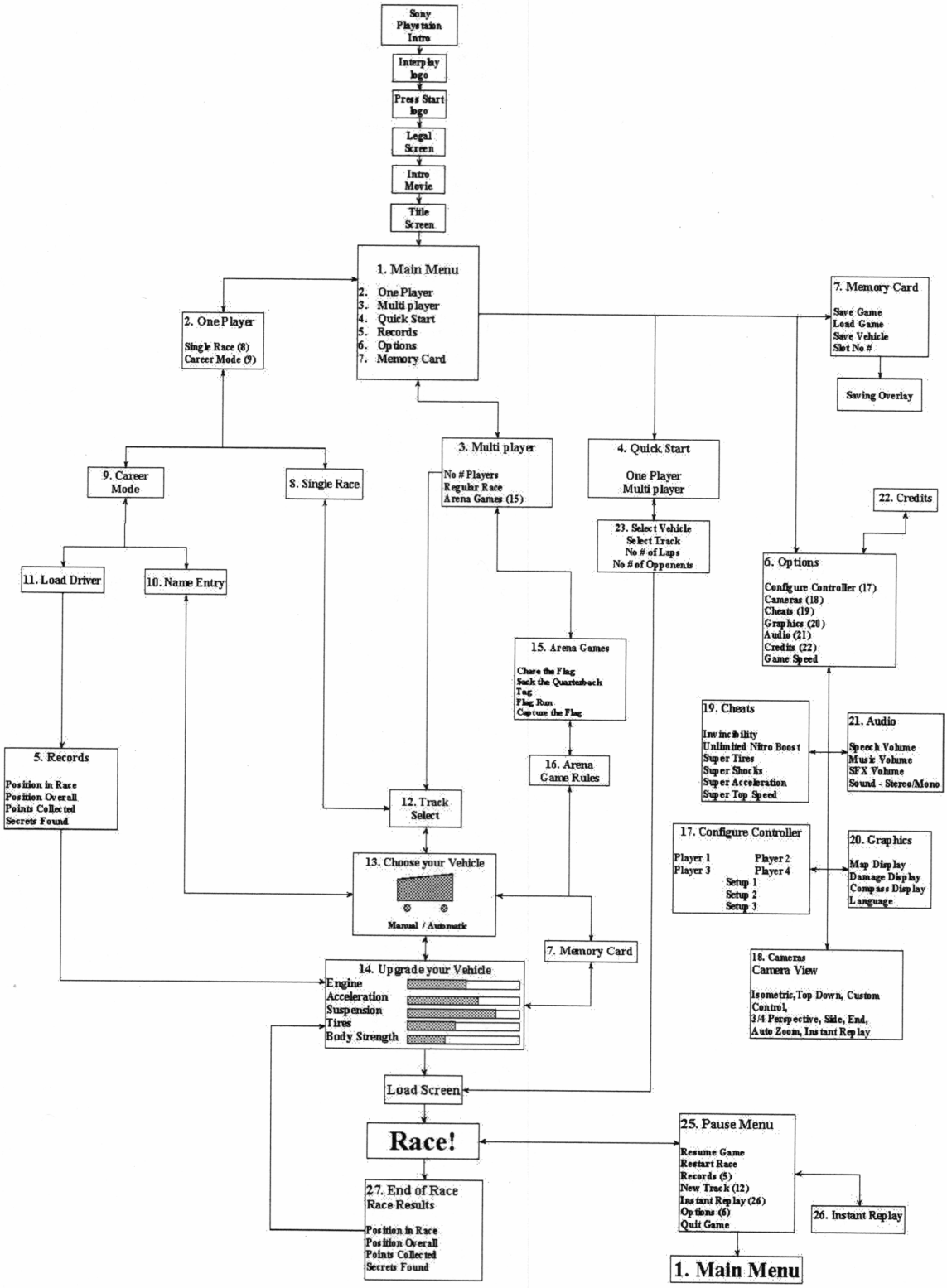
Before game *(See attachment)*
Intro *(See attachment)*
Demo
Menu *(See attachment)*

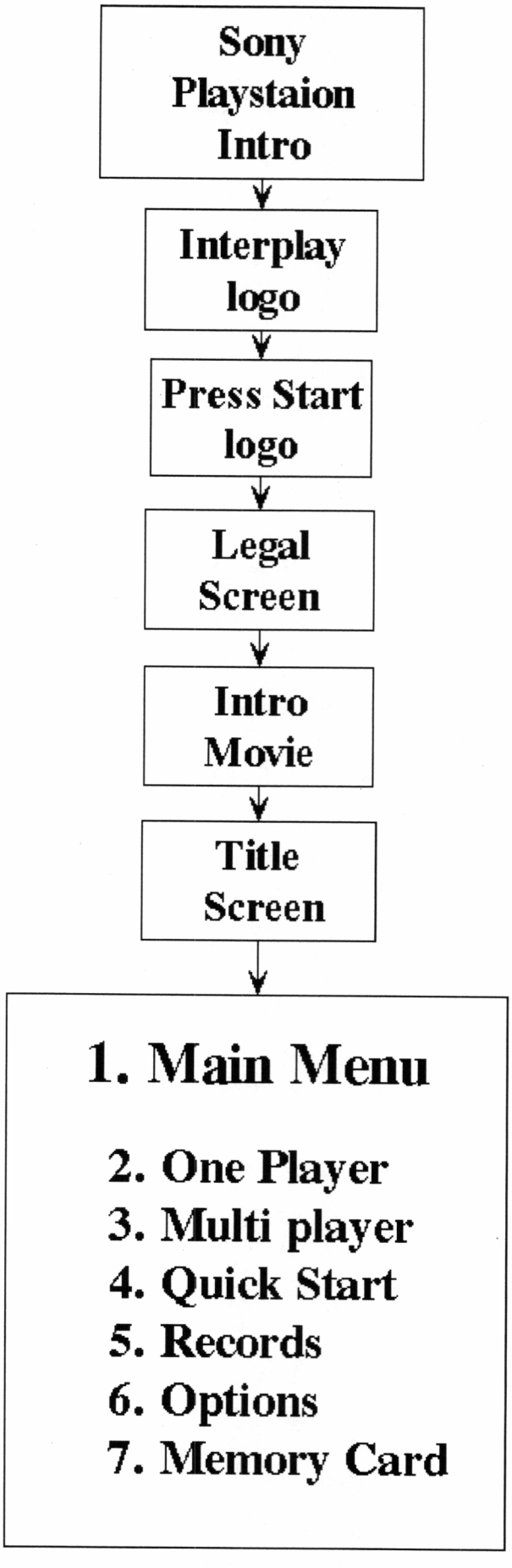
During game *(See attachment)*
Race results are recorded and displayed.
Fastest lap
Fastest race completion
Secrets found (5 of 7)

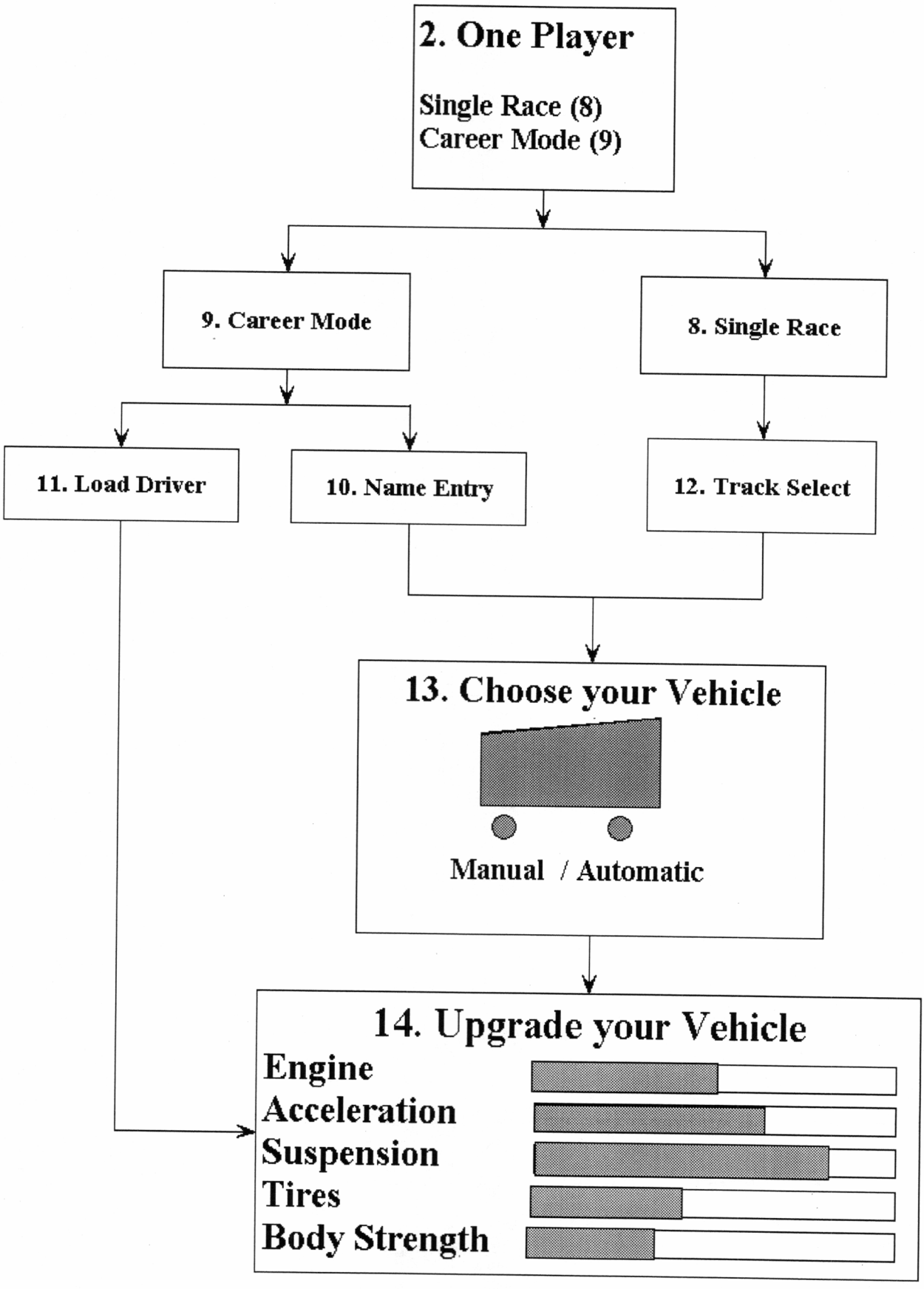
After Game ends

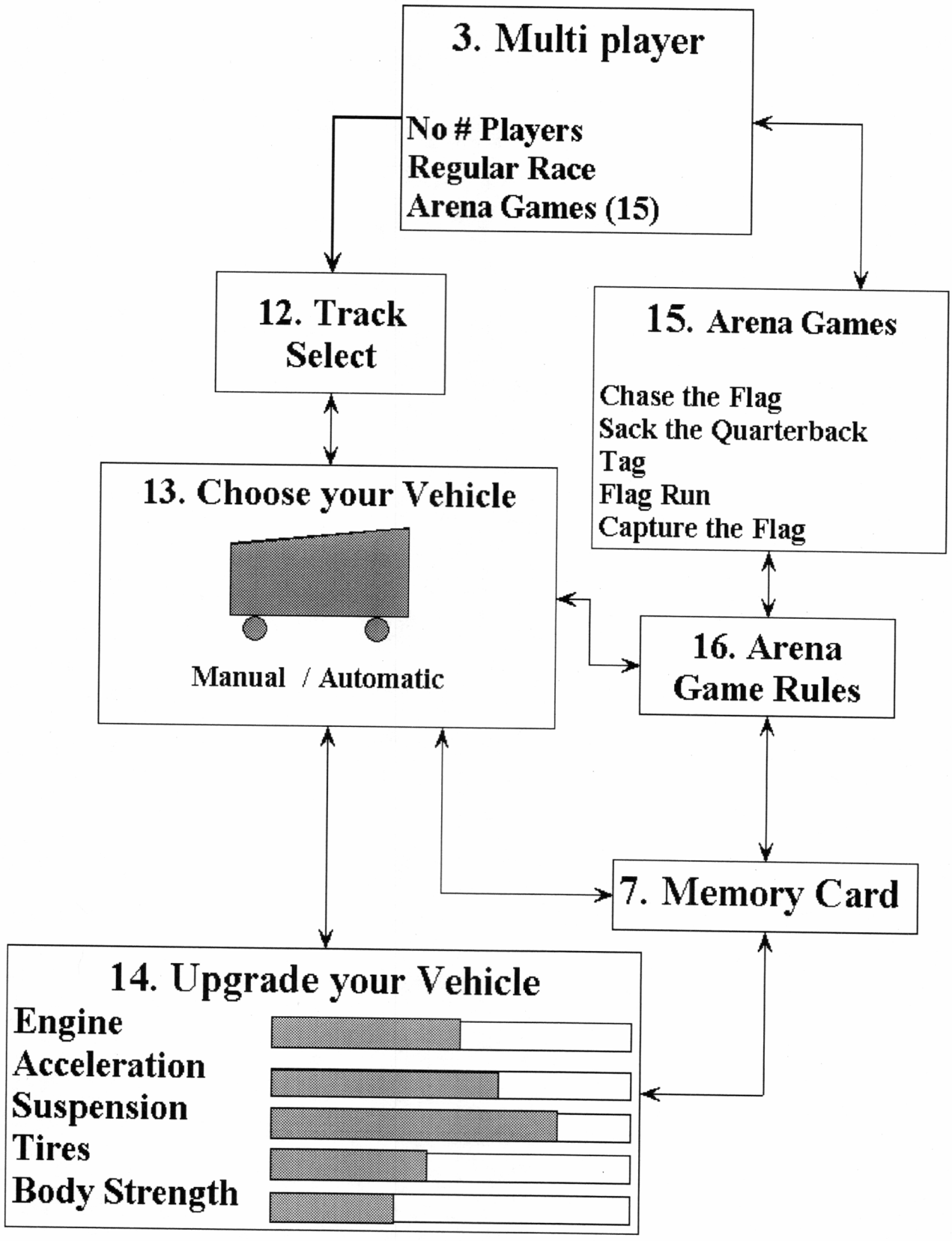
Attachment

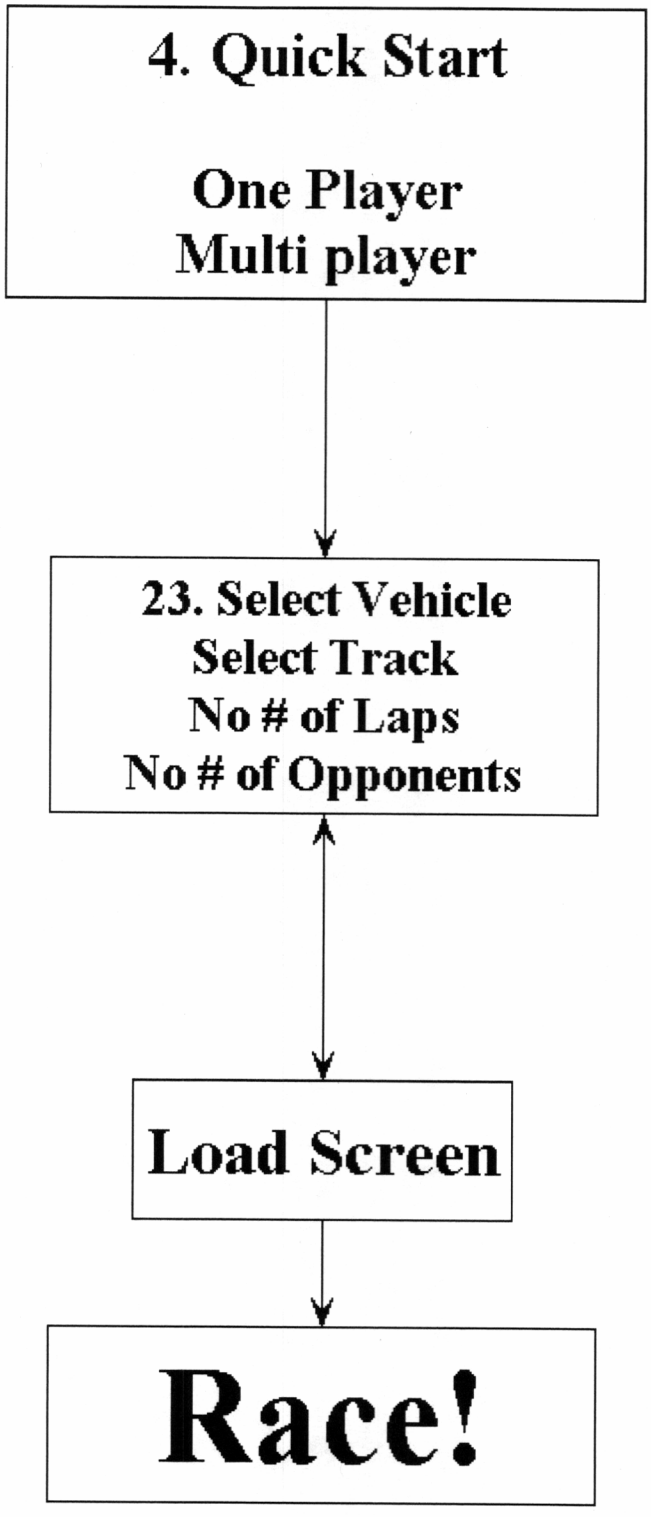
Mud, Sweat and Gears

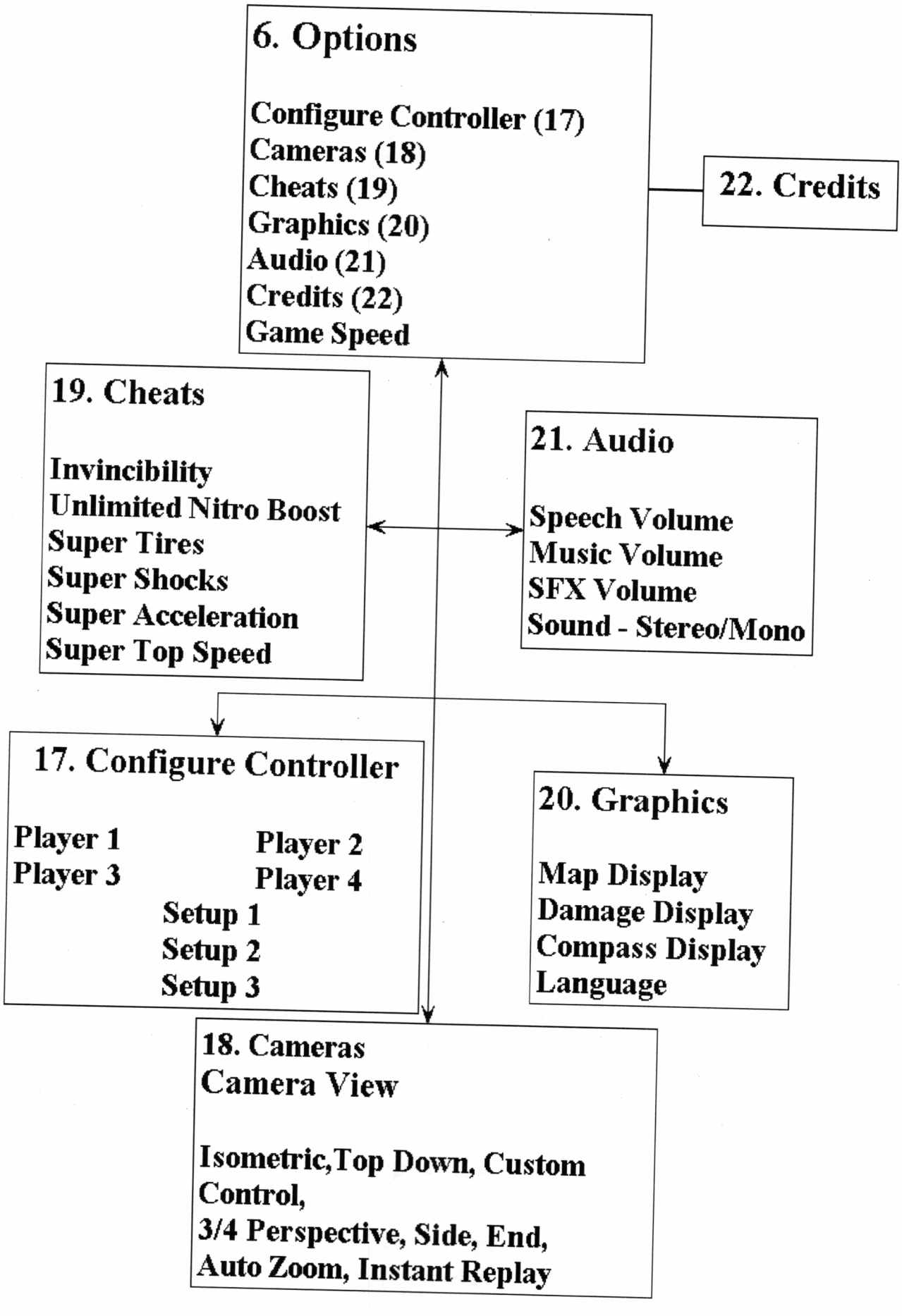


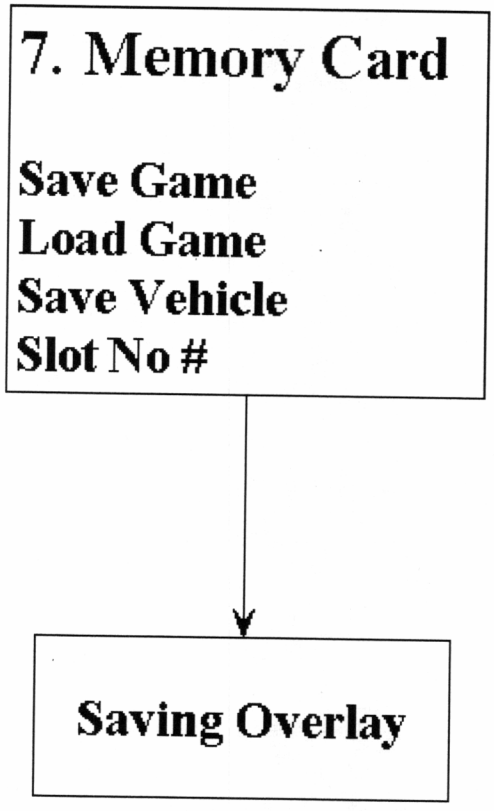

Sony
Playstaion
Intro
Interplay
logo
Press Start
logo
Legal
Screen
Intro
Movie
Title
Screen
1. Main Menu
2. One Player
3. Multi player
4. Quick Start
5. Records
6. Options
7. Memory Card

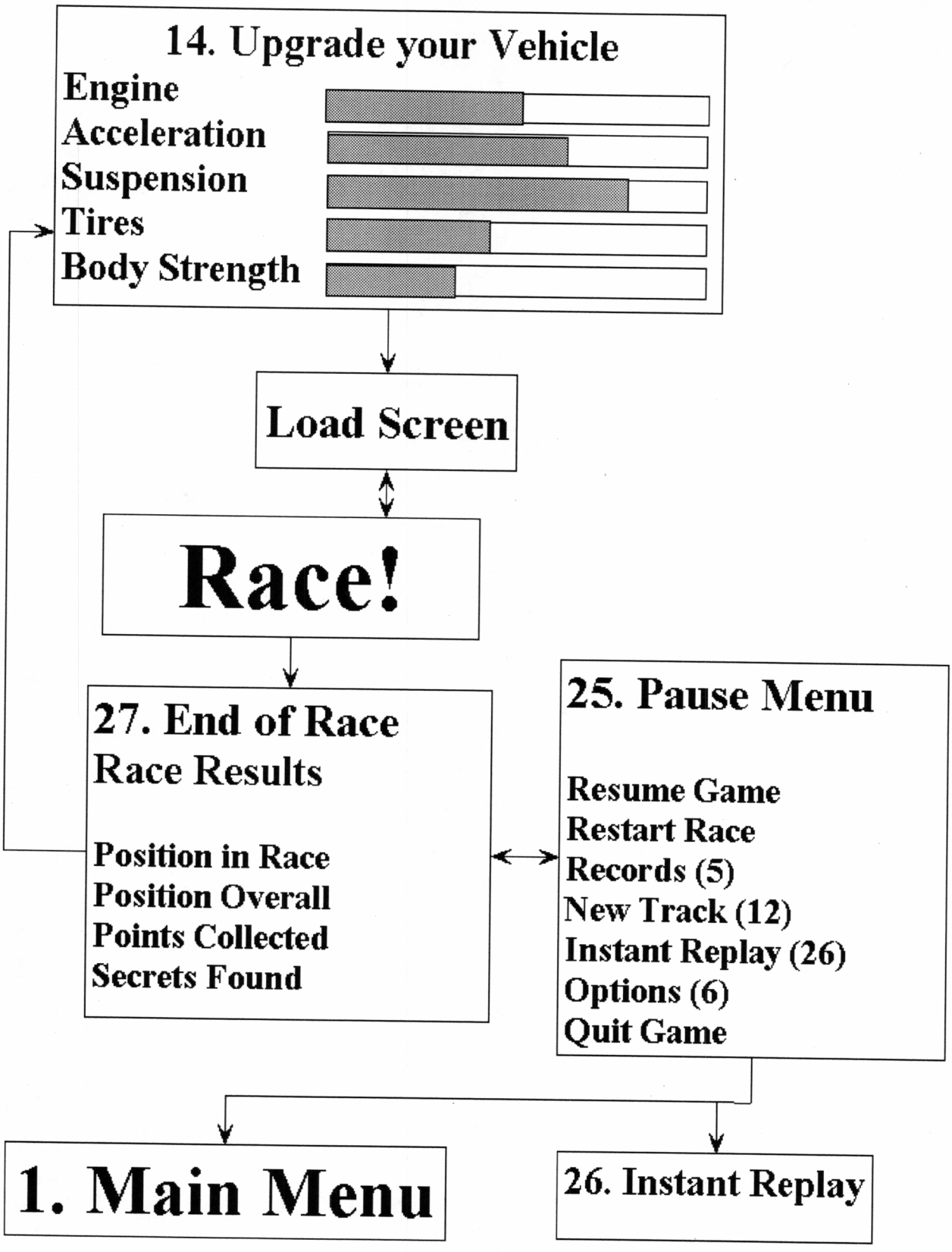

2. One Player
Single Race (8)
Career Mode (9)
9. Career Mode
8. Single Race
11. Load Driver
10. Name Entry
12. Track Select
13. Choose your Vehicle
Manual / Automatic
14. Upgrade your Vehicle
Engine
Acceleration
Suspension
Tires
Body Strength


3. Multi player
No # Players
Regular Race
Arena Games (15)
12. Track Select
15. Arena Games
Chase the Flag
Sack the Quarterback
Tag
Flag Run
Capture the Flag
13. Choose your Vehicle
Manual / Automatic
16. Arena Game Rules
7. Memory Card
14. Upgrade your Vehicle
Engine
Acceleration
Suspension
Tires
Body Strength


4. Quick Start
One Player
Multi player
23. Select Vehicle
Select Track
No # of Laps
No # of Opponents
Load Screen
Race!


6. Options
Configure Controller (17)
Cameras (18)
Cheats (19)
Graphics (20)
Audio (21)
Credits (22)
Game Speed
22. Credits
19. Cheats
Invincibility
Unlimited Nitro Boost
Super Tires
Super Shocks
Super Acceleration
Super Top Speed
21. Audio
Speech Volume
Music Volume
SFX Volume
Sound - Stereo/Mono
17. Configure Controller
Player 1
Player 2
Player 3
Player 4
Setup 1
Setup 2
Setup 3
20. Graphics
Map Display
Damage Display
Compass Display
Language
18. Cameras
Camera View
Isometric,Top Down, Custom Control,
3/4 Perspective, Side, End,
Auto Zoom, Instant Replay


7. Memory Card
Save Game
Load Game
Save Vehicle
Slot No #
Saving Overlay


14. Upgrade your Vehicle
Engine
Acceleration
Suspension
Tires
Body Strength
Load Screen
Race!
27. End of Race
Race Results
Position in Race
Position Overall
Points Collected
Secrets Found
25. Pause Menu
Resume Game
Restart Race
Records (5)
New Track (12)
Instant Replay (26)
Options (6)
Quit Game
1. Main Menu
26. Instant Replay